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CHANGERS
RULES

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INTRODUCTION.

The Game of Changers is the carefully worked-out development of an idle amusement of striking at unripe fallen apples with a walking stick, after throwing them in the air.

Judging by the approval expressed, and even enthusiasm manifested, by some young friends who have joined in it, the inventor is encouraged to hope that the game has come to stay.

The skill requisite to play fairly well is easily acquired ; but it *MUST* be acquired before the game can give the pleasure and enjoyment which it is calculated to afford.

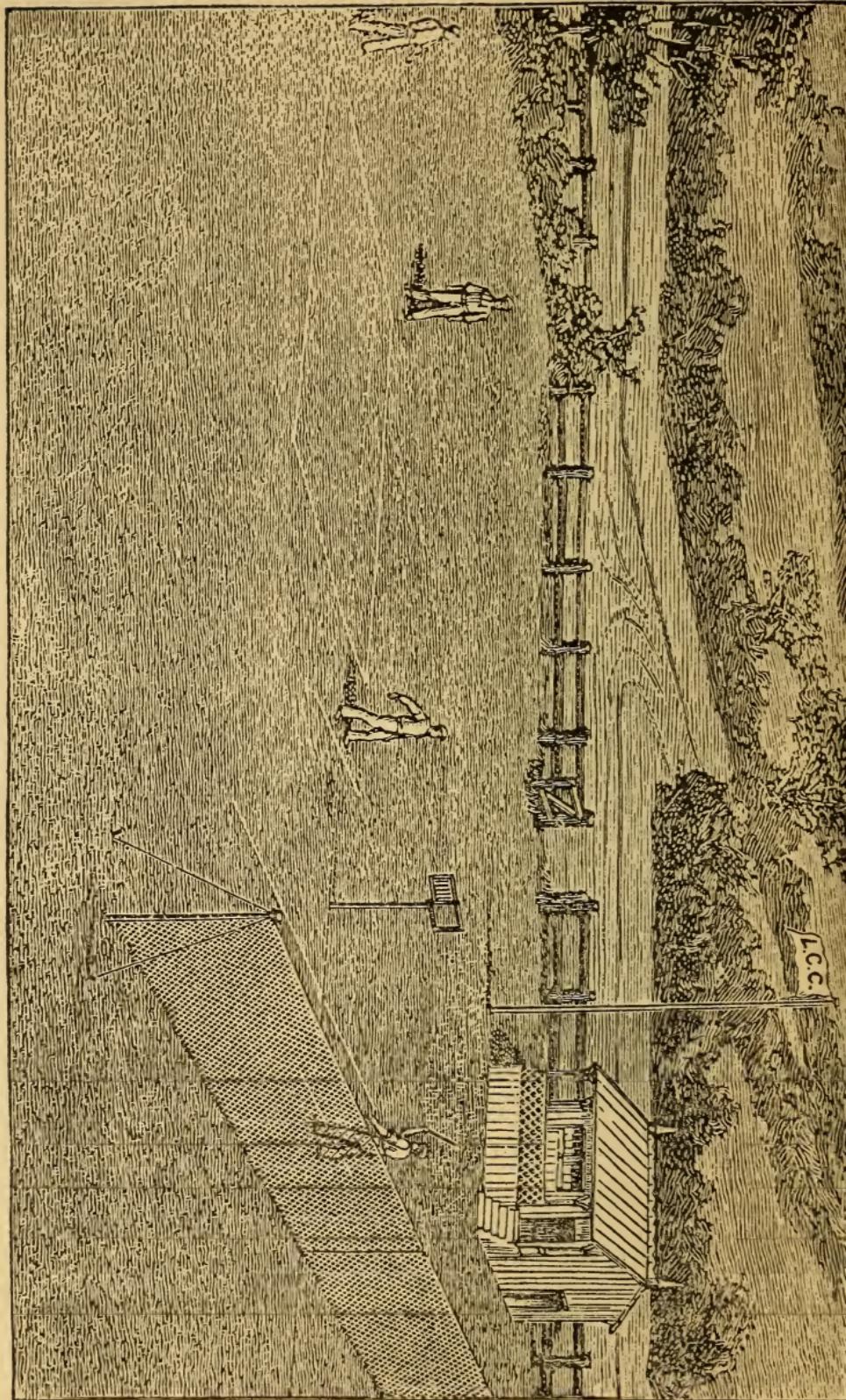
To the many thousands of people who find *Lawn Tennis* too active a game, *Croquet* too slow, *Bowls* impracticable, and such games as *Cricket*, *Base-ball* and *Rounders* too fatiguing, *Changers* will supply a felt want.

Young people enjoy the game immensely, but there is nothing to hinder elderly persons from joining in, while allowing the youngsters to do the running about as *Fags*. A special feature of the game is that the *Player* or *Batsman* has

no running to do, but has ample opportunity for the exercise of skill.

As the bat is very light, and the ball hollow, ladies may play with comfort and safety, and will find this game a very pleasant alternative to Tennis, which is now becoming more largely a game for gentlemen, owing to the development of high-class play.

The fluctuations of the scoring and the glorious uncertainty of Changers make it sufficiently exciting, while the desire to attempt and the pleasure of accomplishing the more difficult strokes make it very interesting and fascinating when moderate proficiency has been attained.



INSTRUCTIONS TO LAY OUT THE GAME.

The best ground on which to play this game is manifestly a good Tennis-lawn, but it is not essential that the ground should be so carefully prepared as for Tennis. Any piece of moderately smooth closely-mown grass-plot will do, if level, or even if slightly sloping, provided the descent is somewhat in the direction of from north to south. The necessity for this aspect will be seen by the following:—

Suitable ground having been chosen, the end towards which the Player must stand should be selected, so that the Player may, so far as possible, have his back to the sun when playing ; also, if there be any slope to the ground, he must stand towards the bottom end.

From this end of the ground, measure at least fourteen feet for the position of the ring-post, but, if there be plenty of room, allow a greater distance. The hole to receive the ring-post should be first of all prepared by means of a spike or poker, or other suitable instrument, so that in driving the ring-post into the ground it may not be necessary to apply much force. The face of the rings should be towards the Player, the Player's ring being towards his left.

Having fixed the ring-post, measure off from the face of it towards the Player a distance of nine feet, and mark a line parallel to the face of the ring for the Player's toe-line. Half way between

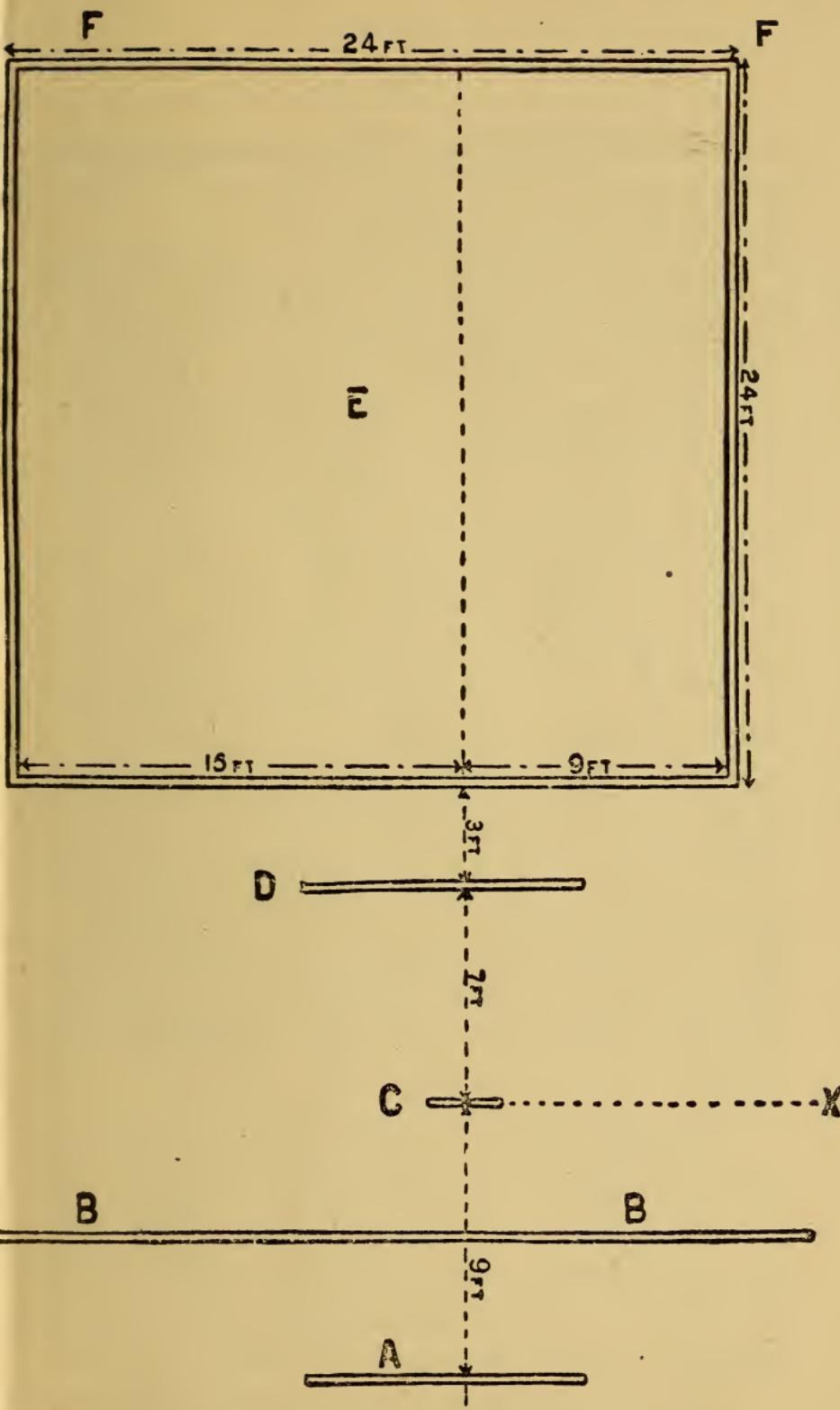
this and the ring-post, mark another parallel long line for the baulk line.

From the back of the ring-post, measure seven feet to the Feeder's toe-line, and, three feet behind this again, mark a line parallel to the baulk line, and eight yards in length, of which line there should be three yards towards the right and five towards the left of the ring-post, reckoning from the position of the Player.

On this line form a square court backwards from the Feeder's stand, which court will, of course, be eight yards each way if the ground will allow of it. If, however, the ground slope much, the length of the court from front to back might be reduced by about a yard to compensate for the fact that the slope of the ground tends to check the ball.

Eight yards square is the largest size of court reasonably permissible. Expert Players may agree upon a considerable reduction in size, say to seven, six, or even five yards square ; but, in making the reduction, care should be exercised to take off half the amount from each side (*i. e. right and left*) of an eight yards wide court duly laid out according to instructions, so that the relative position of the court to the ring-post and Player's stand may remain unaltered. The entire reduction the other way should be taken from the back.

The accompanying diagram will make these directions very clear.



A PLAYER'S TOE-LINE.

B BAULK-LINE.

C RING-POST.

D FEEDER'S TOE-LINE.

E COURT.

F F POSITIONS OF FAGS.

X BEST POSITION FOR UMPIRE.

An excellent plan of marking the ground is to fasten down strong white cord with staples, about three inches in length.

If it be convenient to fix a net, or similar obstruction, of about four feet six inches in height, and six feet behind the Player's toe-line, it is well to do so, as, besides stopping a missed ball, it may serve as a gauge for over-high balls.

If it should be a matter of importance to preserve the appearance of the grass, a piece of old carpet or matting may be laid for the Player to stand on: this cannot very well be in the way of anything. A small piece may also be laid on the Feeder's stand if the edges are securely fastened down so as to avoid any material interference with the bounce of the ball, should it happen to alight there. When there is plenty of room, it is advisable to change the position of the ring-post and lay out the game afresh, so as to avoid trampling the grass too much in one place. Of course, if proper Tennis-shoes are worn the better for the grass.

The game may be played on hard ground, in which case very thick cord or rounded lath might be used to form the back and sides of the court, so as to present a slight obstruction against the ball passing out of the court too readily, and thus compensate, to some extent, for the absence of grass.

The top of the ring should stand about six feet three inches from the ground.

ARRANGEMENT OF PERSONS PLAYING.

The game may be played by two, three or four persons ; or even a larger number, but this is not recommended. If only two play, they are called Player and Feeder ; a third and fourth may act as Fags.

It is well to engage an independent Umpire, who may act as marker.

When two play, as the Player goes out the Feeder goes in ; when three play, Player becomes Fag, Fag becomes Feeder, and Feeder goes in. In this case the best position for the Fag to stand is at the back of the court.

When four play, there are two Fags, one standing on each side of the court outside behind the back, or in any other convenient positions where they are not likely to obstruct good balls.

As Player goes out, the Fag towards his right hand goes in, Player becomes left-hand Fag, left-hand Fag becomes Feeder, and Feeder becomes right-hand Fag ; that is when each person is playing for himself without any partnerships. When four persons play, however, it is preferable to form sides or partnerships, in which case each Player must have an opponent as Feeder, and as Player goes out the Feeder should go in ; thus, one of each side will play alternately.

Right or left means the right or left hand of the Player when facing the ring.



HOW TO PLAY.

The different parties having taken up their positions, the game commences by the Player throwing the ball into the air (that is feeding to himself) and striking it with the bat. He has the choice of two objects ; he may either endeavour to drive the ball into the court in such a manner as to cause it to lodge, or come to rest, there; or he may endeavour to strike it through the Player's ring right off the bat. If he succeed in this latter stroke, he makes "Ringo."

The method of striking the ball is of the greatest importance for proper playing. It will be manifest to anyone attempting to strike a small ball with a narrow bat, that, if the bat be held in a horizontal position, any stroke thus aimed at a falling ball must be delivered without much chance of taking true aim, and that if the ball once pass the mere width of the bat, it must infallibly be missed. If, however, the bat be held in an upright position, and the stroke delivered forward, terminating with a downward sweep, it will be evident that good aim can be taken at the ball, and that, if good aim be taken, the ball must pass the entire length of the bat-blade before it can be missed.

By adopting this latter method of striking, a practised Player will hardly ever miss a self-fed ball, and will probably succeed in lodging such a

ball in the court four times out of five, or may make even a much better average.

The Player having once fed to himself, the next ball must be fed by the Feeder, through the Feeder's ring, and the Player may either strike it so as to cause it to lodge in the court, or may succeed in driving it back through the Player's ring right off the bat. This latter stroke is called "Ringall," and is much the most difficult and least frequently accomplished of any.

Practically the same method of using the bat as before recommended is the best to adopt for making these latter strokes, but it is necessary to avoid striking the ball downwards if there is to be any chance of making "Ringall." Of course, with this method of playing, only a ball which is fed tolerably high affords an opportunity for driving it through the ring. If a ball be delivered low, the Player must, of course, use his own judgement as to the best way of striking it.

DEFINITIONS.

"Ringo" is a stroke in which a self-fed ball is driven through the Player's ring right off the bat.

"Ringall" is a stroke in which a feeder-fed ball is driven through the Player's ring right off the bat.

A Failure is a stroke in which the ball is struck

and lodged beyond the baulk-line, but fails to score.

A Round is an innings each for all the persons playing.

LEADING RULES.

I.

A self-fed court-lodged ball counts One.

A feeder-fed court-lodged ball counts Five.

“Ringo” (caught or uncaught) counts Twenty.

“Ringall” (caught or uncaught) counts Twenty-Five.

“Ringall” (uncaught), probably wins the game. (*See Rule XII.*)

“Game” is Fifty Marks or upwards.

II.

The Player must stand quite behind his toe-line when making a stroke, but need not stand exactly opposite the ring when playing for the court.

III.

The Feeder must stand quite behind his toe-line and directly opposite his ring when feeding, but may stand out of the way altogether when the Player is trying for the court off a self-fed ball.

IV.

Each Player must commence his innings by feeding to himself.

V.

After the Player has once fed to himself, the next ball should be fed to him through the Feeder's ring by the Feeder, and so on alternately.

VI.

The Player is out if he miss the ball, or fail to drive it so as to lodge beyond the baulk-line, or if he strike or obstruct the ball with his hand or arm or any part of his person, or if he make five successive Failures, or he may be caught out according to Rule XIV.

VII.

The Feeder, before delivering a ball, must call "Play;" and must then feed the ball, with an under-hand throw, clear through the ring, No overhand or roundhand pitching or volleying is permissible, except by special arrangement.

VIII.

When the Player wishes to try for "Ringo," he must call "Ring" before making the stroke, otherwise he cannot score for it. (*Observe Foll. c.*)

IX.

When the Player is trying for "Ringo," the Feeder must stand at his post until the ball is

struck or missed, and must not attempt to hinder it from passing through the ring, but, if it pass through, he may catch it, in which case the Player is out.

X.

The Feeder may call upon the Player to make one stroke for "Ringo" in each game, no matter how many the Player may have made voluntarily.—(This option may be of use to check the Player and obtain the chance of an innings for the Feeder when the Player is on the point of winning.)

XI.

No game must be regarded as won until each person has had an equal number of innings, that is, until the Round has been completed ; and, apart from "Ringall" being made, the person or side which, on the completion of a Round, is found to have a total score of Fifty or upwards, or the highest score above Fifty, wins the game.

XII.

When "Ringall" is made without the ball being caught by the Feeder, the party so making it claims the game as against all other scoring, provided no opponent succeeds in so making it in the same Round.

XIII.

Except in "Ringall" or "Ringo" strokes,

or a re-bound from a manifest obstruction, the stopping point of the ball shall be regarded as the point from which to decide the success or otherwise of each stroke, and, except in the case of re-bound from a manifest obstruction, shall always be regarded as the point from which to decide whether or not the Player is out.

XIV.

The Player may not be caught out except after successfully making "Ringo" or "Ringall," and then only by the Feeder. Thus the Fags (as such) are always neutral.

N. B.—It will be seen that "Ringo" must be played for, while "Ringall" may be the result of a chance stroke.

A careful perusal of the instructions, definitions and leading rules will give a clear idea of the main features of the game; a little playing will quickly show the necessity for the rules called Followers, which provide for contingencies.

FOLLOWERS.

To Rule II.

(a) If the Feeder should notice that the Player is standing forward of his toe-line he must call upon him to stand back, and, if after such notice,

the Player shall neglect to stand behind his toe-line, any stroke he may succeed in making while standing forward shall be accounted a Failure.

To Rule III.

(a) If the Player should notice that the Feeder is standing in a wrong position when about to feed, he may call upon him to stand to his post, and, if the Feeder shall disregard such notice, any ball delivered by him while standing in the wrong place shall be accounted "no ball," and the player may refuse to strike at it without being out. If, however, the Player strike at such a ball, he shall be regarded as consenting to the position of the Feeder.

(b) When the Player is feeding to himself, the Feeder should stand clear aside, except when the Player is trying for "Ringo;" in which case, after calling "Ring," the Player must allow the Feeder time to get to his stand. If the Player neglect this, and succeed in making "Ringo" while the Feeder is away from his post, he can only score for "Ringo" by going out, otherwise he must play the stroke again, ignoring the previous stroke entirely.

(c) The Feeder must not leave his stand after he has fed the ball until the result of the stroke is seen, or until the ball has passed him after being struck. He may, however, move aside to avoid

being struck by the ball, and, after feeding, may always move aside sufficiently to come opposite the Player's ring in readiness to catch.

To Rule VI.

(a) If the ball, after being struck by the Player, and after passing the baulk-line, should strike the post, or ring, or any manifest obstruction, and re-bound behind the baulk-line, the Player is not out as he would be for a complete miss, but the stroke is a Failure.

To Rule VII.

(a) The Player may refuse any ball which has been delivered without notice, or which does not pass through the Feeder's ring, or if it touch the ring in passing through, or if it drop short of Player's side of baulk-line; and it should be fed again.

(b) The Feeder must not attempt to surprise the Player when off his guard, by suddenly calling "Play" and delivering the ball immediately and before the Player has had time to get into position. If, in the Umpire's opinion, such an attempt has been made, he shall rule the ball as "no ball," subject to the provisions of Follower F.

(c) If, in the Umpire's opinion, a ball has been delivered in such a manner that, notwithstanding having duly passed through the Feeder's ring, it has passed so high as to be out of reasonable

reach of the Player, he shall rule it as "no ball;" when, however, a net or other contrivance behind the Player is used as a guage, the mere fact of the ball passing over such net or contrivance untouched by the Player, is sufficient to prove it "no ball."

(d) The Feeder should endeavour to throw the ball so that it may reach the Player about level with his head ; while it is not practicable to always succeed in so doing, still any deliberate feeding of low, short, or sneaking balls is unfair play. The purpose of feeding through the ring *is to secure something like a fair ball.*

(e) The mere fact of the Player striking at a badly-fed ball does not signify his acceptance of it as a good ball, seeing that he generally has not time to decide whether or not the ball is a good one before striking.

(f) The Player is at liberty to strike at any ball howsoever fed by the feeder, and, if he succeed in scoring, it shall be accounted a good ball; but, if the ball be really a bad one, and if the Player do no succeed in scoring off it, it shall be accounted "no ball," and shall be fed again, with all ordinary risks to the Player. (Thus the penalty on the Feeder for delivering a bad ball is that he gives the Player extra chances). If, however, after striking a manifestly bad ball *beyond the baulk-line*, but

without scoring, the Player choose to account it a good ball, he may do so, and proceed to feed to himself, in which case the stroke will count against him as a Failure, as it would have done if the ball had been really a good one.

To Rule VIII.

- (a) After the Player has called "Ring," he may not revoke, but must play the stroke.
- (b) After calling "Ring," the Player must allow the Feeder time to get to his stand. If the Player neglect this, and succeed in making "Ringo" while the Feeder is away from his post, he can only score for "Ringo" by going out, otherwise he must play the stroke again, ignoring the previous stroke entirely.
- (c) If the ring be missed when the Player is trying for "Ringo," the Player scores nothing, even if the ball lodge in the court, so the stroke is accounted a Failure.
- (d) "Ringo" shall count even if the ball touch the ring in passing through. (This rule also applies to "Ringall.")

To Rule IX.

- (a) If "Ringo" be made it counts even if the Player be caught out. (This rule also applies to "Ringall.")

To Rule XI.

- (a) In cases of partnerships the innings shall be played all round before a game is finally decided, just the same as if each individual were playing for himself only.
- (b) In case of a Round resulting in an equality of scoring *after Fifty has been reached*, the game shall be continued until a definite result is obtained.

To Rule XII.

- (a) When each person is playing for himself only, if two or more opponents each make "Ringall" (uncaught) in the same Round, it shall count Twenty-five to each, and the game shall, if necessary, proceed between the persons only who have made the "Ringall" strokes, the others being out of the game. Afterwards, for the game to be won for "Ringall", that stroke must be made quite afresh, subject to the same conditions as at first. In cases of partnerships, *all* the parties will continue to play so long as necessary after an equality in "Ringalls" has occurred between the two sides.
- (b) The Player who has made "Ringall" (uncaught) shall go on playing until he is out, and score all he can, including the Twenty-five for "Ringall," except when there are no others to follow in order to complete a Round. (Of

course, if such Player has only made an uncaught "Ringall" against another on the opposite side, he will go on playing until out in any case, unless he has manifestly won the game by mere scoring, being the last Player in the Round).

(c) In the improbable event of a Player or partnership making more than one "Ringall" (uncaught) in a Round, the same thing must be done by an opponent, or the one that has done it claims the game as against all other scoring.

(d) In regard to the possible making of two or more "Ringalls" (uncaught) in a Round, in cases of partnerships, and for the purpose of deciding which side has won, each pair of partners shall be regarded as one individual, and whatsoever is accomplished by them, *jointly or separately*, shall be regarded as the act of the partnership as an individual. Thus two "Ringalls" made by one person are exactly equal to one each made by two partners.

To Rule XIII.

(a) If the ball, after being struck by the Player, and after passing the baulk-line, &c. (see Follower A to Rule VI.)

(b) If the ball after being struck by the Player, be obstructed by the Feeder, it shall be reckoned as if it had lodged in the court. If, however, a ball strike or touch the Feeder and then

pass on, it shall be allowed to come to rest, and, if it be found to have passed beyond the back-line of the court, it shall be accounted a Failure, but otherwise it shall be reckoned as having lodged in the court.

If the ball, after striking the Feeder, shall strike a second person within the bounds of the distance from the Feeder's stand to the back of the court, the stroke shall be played over again, unless the ball pass, of its own accord, beyond bounds after all. If, however, such a ball, after striking the Feeder, be wilfully obstructed by the Player's partner, and so kept within bounds, it shall be accounted a Failure; on the other hand, if such ball be wilfully obstructed by the Feeder's partner before passing out of bounds, it shall be regarded as having lodged in the court.

In case of this stroke being played over again, it shall not be possible for the Player to be put out as for a miss, whatever may be the result of the second attempt—yet a Failure may be reckoned against him—but, if he succeed in scoring, it shall count.

(c) The Fags must avoid obstructing any but truant balls. A ball which has struck the Feeder, and so turned aside, is not a truant ball until it pass behind the court.

(d) If the ball strike the post or ring after being struck by the Player, and if it do not lodge in the

court, it does not score on the ground of obstruction, as it would have done if obstructed by the Feeder.

REMARKS AND SUGGESTIONS.

Although the Rules have been drawn out at considerable length, and provide for different contingencies, the game, as a matter of fact, is very simple in actual playing, and, as skill is acquired, becomes exceedingly fascinating.

The following hints should be carefully read :—

I.

It is advisable that the same person should go in as Player at the commencement of each game, and the same rotation of Players be maintained, so as to avoid mistakes.

In partnerships it *may* be advisable to change the Feeders with each game, so that each Player may have a fresh opponent to feed to him.

II.

A simple plan of keeping count of the number of Failures made by the Player, in case of there being no regular marker, is for the persons playing to have each five pebbles or marbles, one of which may be dropped in a convenient place for each Failure, and picked up again when a score is made, or when a Player goes out.

III.

The shape of the rim of the Feeder's ring is specially designed with a view to affording great visibility and certainty as to how the ball has passed ; nevertheless a question or dispute may sometimes arise in case of a swift ball skimming the rim very closely, as to whether or not it has passed through. Such a question will naturally be referred to the Umpire when there is one, and, if he should be in any doubt, he may ask the opinion of spectators.

When a person standing to the right or left of the ring is of opinion that the ball did not pass below or above the ring, and those facing it are of opinion that the ball did not pass to the right or left, it is pretty safe to conclude that it passed through.

IV.

As so much depends on the success of a "Ringo" or "Ringall" stroke, and uncertainty is very awkward, the inventor has designed the double ring, consisting of two united squares side by side, through one of which the Feeder must feed the ball, and through the other of which the Player must drive it in "Ringo" and "Ringall."

In this latter ring a signalling device, or annunciator, is arranged, which obviates the likelihood of any uncertainty as to "Ringo," &c., and leaves only a very slight risk of uncertainty

as to "no ball," in regard to which question the Umpire may, if in doubt, reasonably decide in favor of the Feeder when the ball has perhaps passed *over* the ring, but reached the Player at a convenient level; and in favor of the Player when the ball has perhaps passed *under* the ring, or by the side of it.

V.

The rule relating to obstruction by the Feeder (see Follower B to Rule XIII) is the result of very careful consideration.

To avoid any risk of questions of unfair play, it was necessary to make it to the Feeder's own interest to avoid obstructing balls. As a lady may, because of her dress, be somewhat more liable to obstruct a ball unintentionally than a gentleman might be, the difficulty may be dealt with by allowing a lady a few points, say five, as a set off against the chance of her unintentionally helping the score of a gentleman opponent. This is better than any departure from the rule.

The followers E and F to Rule VII are also the result of careful consideration as well as experience. In actual play they will be found simple and practical.

VI.

It will be seen that, according to the Rules, the Feeder may always safely attempt to catch the ball when "Ringo" is played for, as no harm

can result from obstruction ; on the other hand, it is important to be sure that the ball has passed through the ring in case of an expected "Ringall," or the Feeder may give the Player an advantage by obstructing the ball when it has not passed through. It needs a smart Feeder to avoid obstruction on the one hand, and to restrain himself from ridiculously clearing out of the way of the ball after "Ringall" on the other hand. It may happen that the Feeder will only realize that "Ringall" has been made after he has deliberately allowed the ball to pass him uncaught. The annunciator is, of course, a great help to the Feeder in case of "Ringall" being made.

VII.

To beginners the game may seem rather monotonous, because they score so slowly, and the Player so often goes out without scoring, but, with skilled Players, the trouble is rather the other way; they are likely to score fast and stay in too long, insomuch that, with such experts, it is better to bar the self-fed court stroke while maintaining the rule of five Failures and out.

VIII.

Two widths of bat are provided with the equipment—the ordinary bat of $1\frac{1}{4}$ inches wide, and the match bat of 1 inch in width. By the use of a smaller ball instead of the Tennis

size, the difficulty of the game may be further increased in the case of very expert players.

IX.

The marker-board is provided with four double rows of holes, so as to score for four persons, and will count up to 100 each, so as to allow ample margin over the "game" of 50. There are also holes to mark the number of games won by each person, and two rows of five each to keep count of the Failures, one row marked S and the other F, the one for Failures commencing with a self-fed ball, and the other for those commencing with a feeder-fed ball: it will be obvious that, in an odd number, if the Failures commence with one or the other, they will terminate with the same: this provides a double check.

It will be seen that the post of marker is no sinecure, as he should take note of the result of every stroke.

X.

The number of Failures, given in Rule VI as necessary to put the Player out, may be varied at pleasure by mutual agreement. Among expert players, a smaller number may be desirable.

XI.

Old Tennis racquets may conveniently be used by the Fags, especially by ladies, to stop or pick up stray balls.

N. B.—When the court is marked out with cord, it is hardly possible for a ball to lodge actually on the line, but, in case of this happening, as regards the back and side lines of the court, the same rule should be applied as in Tennis, *that, on the line is in the court.* On the same principle, if the ball should lodge on the baulk-line, it would be reckoned as within Baulk, and the Player would be out accordingly. Moreover, if the ball should lodge on the front line of the court, or exactly on one of the front corners, it may reasonably be reckoned as not having entered the court at all.

Other questions may arise, owing to peculiarities of the ground or surroundings, which can only be settled by the use of common-sense, in the spirit of the Rules.

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